

CHARACTER SHEET

ST 12* [30]	HP 12 [0]	Basic Speed 7,25 [10]
DX 15† [80]	Will 11 [0]	Basic Move 7 [0]
IQ 11 [20]	Per 15† [15]	BL 29 lb (ST×ST)/5
HT 12 [20]	FP 12 [0]	Thr 1d Sw 2d
TL 3 [0]	SM +0	

* Includes: -1 from 'Racial ST Penalty'; Conditional: +2 from 'Striking ST'
 † Includes: +1 from 'Cat-Folk (Dungeon Fantasy)'

Vision 15	Fright Check 13*	High Jump 2.92 ft
Hearing 15	Consciousness 12	Money -109412†
Touch 15	Death Check 12	
Taste/Smell 15	Broad Jump 4 yd	

* Includes: +2 from 'Combat Reflexes'
 † Includes: +78418 from 'Money', +2000 from 'Money'

ENCUMBRANCE TABLE

Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	11	10	9	8	7

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	58 lb	232 lb	348 lb	435 lb	1450 lb

* Takes 2 seconds to complete ‡ Double with a running start
 † Takes 4 seconds to complete § Lose 1 FP/sec while over X-Hvy enc.

REACTION MODIFIERS

Appearance: +0
 Status: +0
 Other: +0*

* Conditional: +2 from 'Outdoorsman', +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, -2 from 'Paranoia', +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known

CULTURAL FAMILIARITIES

Native	Pts
Cat-Folk (Native) {p. B23}	[0]
Non-native	Pts
Human {p. B23}	[1]

LANGUAGES

Native	Spoken	Written	Pts
Catish (Native) {p. B24}	Native	Native	[0]
Non-native	Spoken	Written	Pts
Common {p. B24}	Broken	Broken	[2]

TEMPLATES AND META-TRAITS

Name	Pts
Cat-Folk (Dungeon Fantasy) {p. DF3:5}	[40]
Features: Tail: neither a manipulator nor enough of a problem to interfere with armor	
Description: Cat-folk are the most common of the so-called beast-men.	
Racial ST Penalty -1 (Size, +0%)	[-10]
Catfall {p. B41}	[10]
Roll to halve damage from a fall: 15 (DX)	
Claws (Sharp Claws) {p. B42}	[5]
Combat Reflexes {p. B43}	[15]
Night Vision 5 {p. B71}	[5]
Striking ST 2 {p. B89}	[10]
Teeth (Sharp Teeth) {p. B91}	[1]
Fur {p. B100}	[1]
Impulsiveness (12 or less, *1) {p. B139}	[-10]
Laziness {p. B142}	[-10]
Phobia (Entering Water; 15 or less, *0.5) {p. B148}	[-2]
Scout (Dungeon Fantasy) {p. DF1:10}	[0]
Description: You're called "archer," "stalker," and "tracker," and you've filled all three roles in the past.	



ADVANTAGES

Name	Pts
Heroic Archer {p. DF1:14}	[20]
Outdoorsman 2 {p. B90}	[20]
Description: Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival, Tracking	
Weapon Master (Bow; one specific weapon) {p. B99}	[20]

PERKS

Name	Pts
Double Draw	[1]
Strongbow {p. MA51}	[1]

DISADVANTAGES

Name	Pts
Bloodlust (12 or less, *1) {p. B125}	[-10]
Greed (12 or less, *1) {p. B137}	[-15]
Intolerance (Urbanites) {p. B140}	[-5]
Overconfidence (12 or less, *1) {p. B148}	[-5]
Paranoia {p. B148}	[-10]
Sense of Duty (Adventuring companions) {p. B153}	[-5]

QUIRKS

Name	Pts
_Unused Quirk 1 {p. B163}	[-1]
_Unused Quirk 2 {p. B163}	[-1]
_Unused Quirk 3 {p. B163}	[-1]
_Unused Quirk 4 {p. B163}	[-1]
Prejudiced against Gargoyles {p. B163}	[-1]

SKILLS			
DX based	Level	Relative	Pts
Bow {p. B182}	19	DX+4	[16]
Brawling {p. B182}	15	DX+0	[1]
Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate.			
Parry: 11			
Broadsword {p. B208}	18	DX+3	[12]
Parry: 13			
Climbing {p. B183}	14	DX-1	[1]
Fast-Draw (Arrow) {p. B194}	16*	DX+1	[1]
Fast-Draw (Sword) {p. B194}	16*	DX+1	[1]
Garrote {p. B197}	15	DX+0	[1]
Jumping {p. B203}	15	DX+0	[1]
Knot-Tying {p. B203}	15	DX+0	[1]
Riding (Equines) {p. B217}	14	DX-1	[1]
Stealth {p. B222}	14	DX-1	[1]
Throwing {p. B226}	14	DX-1	[1]
Wrestling {p. B228}	14	DX-1	[1]
Parry: 11			
HT based	Level	Relative	Pts
Hiking {p. B20}	12	HT+0	[2]
Running {p. B218}	11	HT-1	[1]
IQ based	Level	Relative	Pts
Camouflage {p. B183}	15†	IQ+4	[2]
Cartography/TL3 {p. B183}	12	IQ+1	[4]
First Aid/TL3 (Cat-Folk) {p. B195}	11	IQ+0	[1]
Gesture {p. B198}	12	IQ+1	[2]
Mimicry (Bird Calls) {p. B210}	12†	IQ+1	[2]
Navigation/TL3 (Land) {p. B211}	12†	IQ+1	[1]
Prospecting/TL3 {p. B216}	10	IQ-1	[1]
Shadowing {p. B219}	12	IQ+1	[4]
Traps/TL3 {p. B226}	12	IQ+1	[4]
Per based	Level	Relative	Pts
Observation {p. B211}	15	Per+0	[2]
Search {p. B219}	14	Per-1	[1]
Survival (Arctic) {p. B223}	16†	Per+1	[1]
Survival (Woodlands) {p. B223}	16†	Per+1	[1]
Tracking {p. B226}	17†	Per+2	[2]
* Includes: +1 from 'Combat Reflexes'		† Includes: +2 from 'Outdoorsman'	

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	15	11	1d-1 cut	C	-	-	
Brawling: Bite	15	-	1d-1 cut	C	-	-	
Brawling: Kick	13	-	1d cut	C,1	-	-	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Composite Bow ((ST 16 Elven, Strongbow), Puissance, Accuracy): Barbed-head	20	1d+8 imp	3	320 yd / 400 yd	1	1(2)	10†	-7	-	4	[3]
Composite Bow ((ST 16 Elven, Strongbow), Puissance, Accuracy): Bodkin Point	20	1d+8(2) pi	3	320 yd / 400 yd	1	1(2)	10†	-7	-	4	[3]

ST "†": The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

PARRY	PARRY	BLOCK	DODGE	OTHER
13*	11*	9*	10/11*	
Broadsword	DX	DX	Light	

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	7	
Hands	5	
Legs	7	
Feet	5	

Bonus DR: 0
Bonus DB: 0

Notes:

* Includes: +1 from 'Combat Reflexes'

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	-	Vitals†	-3
5	Face	-5(f)/-7(b)	-	Eye‡	-9
6-7	Right Leg	-2	-	Ear	-7
8	Right Arm	-2	-	Nose	-7
9-10	Chest*	-	-	Jaw	-6
11	Abdomen*	-1	-	Spine§	-8
12	Left Arm	-2	-	Limb Vein/Artery¶	-5
13-14	Left Leg	-2	-	Neck Vein/Artery¶	-8
15	Hand	-4	-	Arm/Leg Joint**	-5
16	Foot	-4	-	Hand/Foot Joint**	-7
17-18	Neck	-5	-	Groin	-3

* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead
† Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
‡ Only targetable by impaling, piercing, and tight-beam burning attacks
§ Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
¶ Only targetable by cutting, impaling, piercing, and tight-beam burning attacks
** Only targetable by crushing, cutting, piercing, and tight-beam burning attacks

See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

HUMANOID ARMOR GAPS TABLE					
Gap	Location	Mod.	Gap	Location	Mod.
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			

* Only targetable by impaling attacks; critical hit cripples arm

See also: *Harsh Realism - Armor Gaps*, p. LT101.

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	12 13 14 15 16 17 18 19 20 21 22 23	24 25 26 27 28 29 30 31 32 33 34 35	36 37 38 39 40 41 42 43 44 45 46 47	48 49 50 51 52 53 54 55 56 57 58 59

HP loss effects are cumulative with each other and any effects suffered from FP loss.
less than 1/3 HP: Dodge/2 and Move/2 (round up).
0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than Do Nothing.
-1xHP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.
-5xHP or less: Immediate death.

FP	0 FP
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4

FP loss effects are cumulative with each other and any effects suffered from HP loss.
less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.
0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.
-1xFP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

See also: *Size and Speed/Range Table*, p. B550.

TECHNIQUES			
Name	Level	Relative	Pts
Double-Draw (Fast-Draw(Arrow) WM) {p. B229}	16	def+1	[2]
Dual-Weapon Attack (Bow) {p. MA83, B230}	19*	def+4	[3]

* Includes: +2 from 'Heroic Archer'

SLAM TABLE		
1-2	3-4	5-8
1d-3	1d-2	1d-1

LOAD-OUTS																																																																
Qty	« Combat »	Cost	Weight																																																													
1	Combat Contents - Cost: 169780, Weight: 56.25 lb	169780	56.25 lb																																																													
1	Belt	0	-																																																													
1	Armor Contents - Cost: 41740, Weight: 29.75 lb	41740	29.75 lb																																																													
1	Boots {p. B284} Description: TL:2 LC:-- DR:2* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet	80	3 lb																																																													
1	Leather Gloves {p. B284} Description: TL:1 LC:-- DR:2* Locations: hands Location: hands	30	-																																																													
1	Mail Sleeves (Superlight) (~Lighten (x1/2) (+1500; Arms (15%), *1), +1500) {p. B283} Description: TL:2 LC:3 DR:4/2* Locations: arms Notes: [3] Split DR: use the lower DR against crushing attacks. Notes: [3] Location: arms	1570	4.5 lb																																																													
1	Mail Leggings (Superlight) (Elven, +300%; ~Lighten (x1/2) (+3000; Legs (30%), *1), +3000) {p. B283} Description: TL:2 LC:3 DR:4/2* Locations: legs Notes: [3] Split DR: use the lower DR against crushing attacks. Notes: [3] Location: legs	3440	7.5 lb																																																													
1	Mail Hauberk (Superlight) (Elven, +300%; ~Lighten (x1/2) (+6000; Groin (10%), *1, Torso and Vitals (50%), *1), +6000) {p. B283} Description: TL:2 LC:3 DR:4/2* Locations: torso, groin Notes: [3] Split DR: use the lower DR against crushing attacks. Notes: [3] Location: torso, groin	6920	12.5 lb																																																													
1	Mail Coif (Superlight) (Elven, +300%; ~Lighten (x1/2) (+760; Neck (2.5%), *1, Skull (5%), *1), +760) {p. B284} Description: TL:2 LC:3 DR:4/2* Locations: skull, neck Notes: [3] Split DR: use the lower DR against crushing attacks. Notes: [3] Location: skull, neck	980	2 lb																																																													
1	Ironskin Amulet Notes: [notes] Usernotes: +3 DR Location: all	28720	4 oz																																																													
1	Ordinary Clothes {p. B266} Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	0	2 lb																																																													
1	Delvers Webbing {p. DF1:25} Per Unit - Cost: 160, Weight: 3 lb Contents - Cost: 1200, Weight: 12.5 lb Description: Notes: Belt and suspenders with pouches for 20 lbs. of potions, gadgets, knives, etc. Readying a carried item takes just one Ready maneuver - and is a free action with a suitable Fast-Draw roll. Gives +1 to DX and Fast-Draw rolls to reach these items. Rumored to be the work of brownies!	1360	15.5 lb																																																													
25	Arrow (Meteoric) (Meteoric, +1900%) {p. B275} <table border="1"> <tr><td>25</td><td>24</td><td>23</td><td>22</td><td>21</td><td>20</td><td>19</td><td>18</td><td>17</td><td>16</td><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td></tr> </table> Per Unit - Cost: 40, Weight: 1.6 oz	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	1000	2.5 lb																																				
25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1																																								
50	Arrow (Fire, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} <table border="1"> <tr><td>50</td><td>49</td><td>48</td><td>47</td><td>46</td><td>45</td><td>44</td><td>43</td><td>42</td><td>41</td><td>40</td><td>39</td><td>38</td><td>37</td><td>36</td><td>35</td><td>34</td><td>33</td><td>32</td><td>31</td><td>30</td><td>29</td><td>28</td><td>27</td><td>26</td><td>25</td><td>24</td><td>23</td><td>22</td><td>21</td></tr> <tr><td>20</td><td>19</td><td>18</td><td>17</td><td>16</td><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table> Per Unit - Cost: 2, Weight: 1.6 oz	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1											100	5 lb	
50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21																																			
20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1																																													
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50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21																																			
20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1																																													
1	Potion Belt {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 2690, Weight: 4 lb Description: Notes: Belt with four slots, each of which can carry one 'grenade' bottle or two potion vials. Wearer can reach them with Ready or Fast-Draw. Padding removes risk of accidental breakage and gives containers +2 DR vs. deliberate attacks.	2750	5 lb																																																													
2	Major Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 350, Weight: 8 oz Description: Heals 2d HP.	700	1 lb																																																													
2	Battle Potion (Drinkable) Per Unit - Cost: 350, Weight: 8 oz Usernotes: Adds 1d to DX. The subject also becomes Brave, as per Bravery spell (p. 134), for the duration of 1h	700	1 lb																																																													

LOAD-OUTS (continued)			
Qty	« Combat »	Cost	Weight
1	Potion Belt {p. DF1:25}	2750	5 lb
2	Major Paut (Drinkable) {p. DF1:29} Per Unit - Cost: 395, Weight: 8 oz Description: Restores 8 FP depleted for magic.	790	1 lb
2	Strength Potion Per Unit - Cost: 250, Weight: 8 oz Usernotes: Adds 1d to DX. The subject also becomes Brave, as per Bravery spell (p. 134), for the duration of 1h	500	1 lb
1	Composite Bow ({ST 16 Elven, Strongbow}, Puissance, Accuracy) (Weapon Master Damage Bonus, +0; Bodkin Point, +0; Multiplied Cost (+170), *2.7; ~Accuracy (+1), +5000; ~Puissance: Missile Weapon (+2), +40000) {p. B275} Description: TL:1 LC:4, Dam:thr+ imp Acc:3 Range:ST*20/ST*25 RoF:1 Shots:1(2) ST:10† Bulk:-7 Skill:Bow Notes: [3] Notes: [3][3]	123930	4 lb
Totals:		169780	56.25 lb
Qty	Rucksack	Cost	Weight
1	Quick-Release Backpack {p. DF1:25} Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 17615, Weight: 24.69 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a free action. Items liable to break if dropped must check for this (1 on 1d if unsure).	17915	27.69 lb
1	Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.	5	1 lb
2	Rope, 3/8" (per 10 yards) {p. B288} Per Unit - Cost: 5, Weight: 1.5 lb Description: TL:1 Notes: Supports 300lbs.	10	3 lb
1	Canteen {p. DF1:23} Description: Notes: Canteen. Miniature wooden barrel on a strap. Won't shatter in combat! Holds 1 quart of liquid (2 lbs. if water).	10	3 lb
20	Monster Drool (Utility) {p. DF1:28} Per Unit - Cost: 20, Weight: 8 oz Description: Generic blade venom made from giant centipedes, spiders, or whatever else is in season. Often used on whole quivers of arrows because it's cheap. A living victim must make an immediate HT roll or suffer 2 points of injury.	400	10 lb
1	Paper, 15 sheets {p. DF1:24} Description: Notes: Paper, 20 Sheets. Heavy papyrus or similar, suitable for maps or magical writings.	20	1 lb
1	Scribe's Kit {p. B288} Description: TL:3 Notes: Quills, inkbottles, penknife, paper.	50	2 lb
1	Pouch {p. B288} Per Unit - Cost: 10 Contents - Cost: 13600, Weight: 3.04 oz Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)	13610	3.04 oz
13	Platinum Franc Per Unit - Cost: 1000, Weight: 2.56 dr	13000	2.08 oz
0	Silver Penny	0	-
0	Copper Farthing	0	-
6	Gold Mark Per Unit - Cost: 100, Weight: 2.56 dr	600	15.36 dr
1	Bandages {p. DF1:24} Description: Notes: Cloth bandages for half-dozen wounds. Basic equipment for First Aid skill.	10	1 lb
5	Fetching and Carrying (Drinkable) Per Unit - Cost: 300, Weight: 8 oz Usernotes: The subject's encumbrance levels are multiplied by 4 - so, if his extraheavy encumbrance is normally 200, it becomes 800! Encumbrance effects having to do with spells (e.g., Teleport) are not affected. It works on animals, and can be used to let a load-beast carry more. Duration: 1d+1 hours. Form: Any. Cost: \$300	1500	2.5 lb
2	Bladeblack (Utility) {p. DF1:28} Per Unit - Cost: 1000, Weight: 8 oz Description: Deadliest manmade blade venom, from the legendary Assassins' Guild. A living victim must make an immediate HT-5 roll or suffer 6d injury.	2000	1 lb
Totals:		17915	27.69 lb
Qty	Wagon	Cost	Weight
1	Wagon Contents - Cost: 3135, Weight: 108 lb	3135	108 lb
10	Traps, Mini-trap {p. DF1:25} Per Unit - Cost: 80, Weight: 2.5 lb Description: Spring-loaded leg-hold traps. Roll vs. Traps to set. If chained or staked down, victim must break free from trap's ST to move away; 1d-1 cr, ST 8.	800	25 lb
10	Traps, Man trap {p. DF1:25} Per Unit - Cost: 180, Weight: 6 lb Description: Spring-loaded leg-hold traps. Roll vs. Traps to set. If chained or staked down, victim must break free from trap's ST to move away; 1d+1 cr, ST 12.	1800	60 lb

LOAD-OUTS (continued)			
Qty	Wagon	Cost	Weight
1	Wagon	3135	108 lb
100	Arrow (Bodkin) (Bodkin Point (TL3+), *1) {p. B275}	200	10 lb
	<small>100 99 98 97 96 95 94 93 92 91 90 89 88 87 86 85 84 83 82 81 80 79 78 77 76 75 74 73 72 71 70 69 68 67 66 65 64 63 62 61 60 59 58 57 56 55 54 53 52 51 50 49 48 47 46 45 44 43 42 41 40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1</small>		
	Per Unit - Cost: 2, Weight: 1.6 oz		
1	Paut (Drinkable) {p. DF1:29}	135	8 oz
	Description: Restores 4 FP depleted for magic.		
1	Sack {p. DF1:24}	30	3 lb
	Description: Notes: Holds 40 lbs. of loot. Requires two hands or a pole. DR 1, HP 5		
1	Leather Jacket {p. B283}	50	4 lb
	Description: TL:1 LC:-- DR:1* Locations: arms, torso Notes: [1] Concealable as or under clothing. Notes: [1] Location: arms, torso		
1	Leather Helm {p. B284}	20	8 oz
	Description: TL:1 LC:4 DR:2 Locations: skull, face Location: skull, face		
50	Arrow (Fire, Bodkin) (Bodkin Point (TL3+), *1) {p. B275}	100	5 lb
	<small>50 49 48 47 46 45 44 43 42 41 40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1</small>		
	Per Unit - Cost: 2, Weight: 1.6 oz		
Totals:		3135	108 lb

CAMPAIGN LOG (continued)
<enter caption here>
<enter notes here>
28.11.2011: 13 pts
B&S IV Afterhour
11 Punkte fürs ausharren
30.10.2011: 11 pts
Blut & Schätze IV
12 von Abenteuer
1 Bonus vom Fötele
29.10.2011: 13 pts
Initial Character Creation
Character created using GURPS Character Assistant 4
Blut & Schätze vs. Forgotten Realms
GURPS 4th Edition: Dungeon Fantasy
17.10.2011: 0 pts

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	179
Advantages, Perks	105
Disadvantages, Quirks	-55
Skills, Techniques	75
Total Points Spent:	304
Unspent Points:	25

SCRATCH PAD

CAMPAIGN LOG
Points: (logged) 79 + (other) 0 = (total) 79
kleine Inventar Änderungen, Schaden des Bogen wird nun korrekt angezeigt
<enter notes here>
14.01.2012: 0 pts
In den tiefen des Alls
Raum-Zeit-Kontinuum-Cops gefunden und ihre Gefangenen "befreit"
27.12.2011: 11 pts
<enter caption here>
<enter notes here>
26.12.2011: 8 pts
Blut & Schätze 7
7 Punkte von Kämpfen
1 Meisterleistung
5 Abschluss
1 Bonus für Befreiung Bauern/Burg
18.12.2011: 14 pts
<enter caption here>
<enter notes here>
28.11.2011: 9 pts